

Classes



Barbarian

Barbarians are primitive tribal people and proud warriors. Rather than relying on armor, they can learn to use their own toughness as a physical defense. A barbarian's most notable ability is their battle rage, which causes them to be much more effective in battle when they are angry. Barbarians should have their highest ability scores in Strength and Constitution to make the best use of their abilities.

Barbarians have two Primal Paths of advancement. At 3rd level, they can choose between Path of the Berserker or Path of the Totem Warrior. Path of the Berserker is all about increasing the effectiveness of their battle rage. Path of the Totem Warrior teaches them to weave nature magic into their battle prowess, so that they gain the senses and abilities of certain wild beasts.

Hit Points at 1st level: 12 + Constitution modifier

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons, martial weapons

Saving Throw Proficiency: Strength, Constitution

Skill Proficiency: 2 of the following: Animal Handling, Athletics, Intimidation, Nature, Perception, Survival

Starting Equipment:

1. A greataxe or any martial melee weapon
2. Two handaxes or any one simple weapon
3. An explorer's pack and four javelins



Bard

Bards are travelling musicians who weave songs into spells. In a fight, they rely more on the power of their music than on brute strength. Bards should have their highest ability scores in Charisma and Dexterity to make the best use of their abilities.

There are two primary Bardic Colleges. At 3rd level, a bard chooses between the College of Lore and the College of Valor. The College of Lore leads toward learning new skills and spells, while the College of Valor teaches you to combine physical attacks with your musical spellcasting.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor

Weapon Proficiency: simple weapons, hand crossbows, longswords, rapiers, shortswords

Tool Proficiency: Three musical instruments of your choice

Saving Throw Proficiency: Dexterity, Charisma

Skill Proficiency: Choose any 3 skills

(Bard continued)

Starting Equipment:

1. A rapier or a longsword or any simple weapon
2. A diplomat's pack or an entertainer's pack
3. A lute or any other musical instrument
4. Leather armor and a dagger



Cleric

Clerics wield the power of holy magic. Through the worship of a particular deity, they gain the strength to cast spells that can be used to heal their allies and vanquish creatures of evil. Many clerics are also fierce warriors. Clerics should have their highest ability scores in Wisdom, Strength, and Constitution (in that order) to make the best use of their abilities.

There are 7 primary Divine Domains that a cleric may follow. At 1st level, a cleric chooses between Knowledge Domain, Life Domain, Light Domain, Nature Domain, Tempest Domain, Trickery Domain, and War Domain. Knowledge Domain is a path to gaining additional skill proficiencies and using magic to gain more knowledge. Life Domain is a path to more powerful healing magic. Light Domain is a path to learning to channel the power of your deity into spells that involve light and flame. Nature Domain is a path learning to commune with nature. Tempest Domain is a path to learning to direct the fury of a storm at your opponents. War Domain is a path to combining magic with physical prowess in battle to become a truly powerful warrior.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons

Saving Throw Proficiency: Wisdom, Charisma

Skill Proficiency: 2 of the following: History, Insight, Medicine, Persuasion, Religion

Starting Equipment:

1. A mace or a warhammer (if proficient)
2. Scale mail or leather armor or chain mail (if proficient)
3. A light crossbow and 20 bolts or any simple weapon
4. A priest's pack or an explorer's pack
5. A shield and a holy symbol



Druid

Druids are the masters of the domain of nature magic, and they can even transform into various animals. Their primary goal is typically to oppose the cults of elemental evil that seek to destroy the natural balance of the world. Druids should have their highest ability scores in Wisdom and Charisma to make the best use of their abilities.

There are two primary Druid Circles. At 2nd level, choose between Circle of the Land or Circle of the Moon. Circle of the Land is the path to learning more magical spells. Circle of the Moon is the path to being able

<i>(Druid continued)</i>	to shape shift into more powerful animal forms. Hit Points at 1st level: 8 + Constitution modifier Armor Proficiency: light armor, medium armor, shields (druids don't use armor made of metal – leather or hide armor and wooden shields are okay) Weapon Proficiency: clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears Tool Proficiency: herbalism kit Saving Throw Proficiency: Intelligence, Wisdom Skill Proficiency: 2 of the following: Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival Starting Equipment: 1. A wooden shield or any simple weapon 2. A scimitar or any simple weapon 3. Leather armor, an explorer's pack, and a druidic focus (such as a staff)
	Fighter Fighters are well-rounded combat specialists. They typically don't use magic, but rely on their physical abilities to reign supreme in battle. Fighters should put their highest ability score in Strength (most important for melee combat) or Dexterity (most important for ranged combat) depending on the fighting style you prefer. The next highest score should be Constitution for most fighters, but if you intend to use magic, you may want to invest in Intelligence rather than Constitution. There are 3 primary Martial Archetypes. At 3rd level, choose between Champion, Battle Master, and Eldritch Knight. Champion is the path to some very straight-forward abilities that make you more effective in battle. Battle Master is the path to learning maneuvers that can be used to control the flow of battle and gain a tactical advantage. Eldritch Knight is the path to learning magical spells that can be used along with your fighting skills. Hit Points at 1st level: 10 + Constitution modifier Armor Proficiency: all armor, shields Weapon Proficiency: simple weapons, martial weapons Saving Throw Proficiency: Strength, Constitution Skill Proficiency: 2 of the following: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival Starting Equipment: 1. Chain Mail or Lether armor, longbow, and 20 arrows 2. A martial weapon and a shield or two martial weapons 3. A light crossbow and 20 bolts or 2 handaxes 4. A dungeoneer's pack or an explorer's pack



Monk

Monks are the masters of martial arts. They learn to use their own body as a weapon, and they are able to wade through battle without arms or armor. Monks should have their highest ability scores in Dexterity and Wisdom to make the best use of their abilities.

There are 3 primary Monastic Traditions. At 3rd level, choose between Way of the Open Hand, Way of Shadow, and Way of the Four Elements. Way of the Open Hand teaches you to deal more lethal damage with your bare hands and heal yourself through the energy stored in your body. Way of Shadow teaches you to magic that can help you become a stealthy ninja, moving around unseen and unheard. Way of the Four Elements teaches you to cast elemental attack spells.

Hit Points at 1st level: 8 + Constitution modifier

Weapon Proficiency: simple weapons, shortswords

Tool Proficiency: Choose 1 type of artisan's tools or 1 musical instrument

Saving Throw Proficiency: Strength, Dexterity

Skill Proficiency: 2 of the following: Acrobatics, Athletics, History, Insight, Religion, Stealth

Starting Equipment:

1. A shortsword or any simple weapon
2. A dungeoneer's pack or and explorer's pack
3. 10 darts



Paladin

Paladins are holy warriors, dedicated to upholding justice and righteousness. They can sniff out an evil presence like nobody's business. Like a cleric, they swear themselves to a particular deity and they channel their magical powers from that deity. However, paladins are far more combat-oriented than their cleric counterparts. Paladins should have their highest ability scores in Strength and Charisma to make the best use of their abilities.

There are 3 primary Sacred Oaths. At 3rd level, choose between Oath of Devotion, Oath of Ancients, and Oath of Vengeance. Oath of Devotion requires honesty, courage, compassion, honor, and duty, and it teaches holy spells meant to protect allies and ferret out the truth from enemies. Oath of the Ancients teaches you to use nature magic to protect allies and destroy evil. Oath of Vengeance is the most brutal oath, focusing on punishing those who have sinned.

Hit Points at 1st level: 10 + Constitution modifier

Armor Proficiency: all armor, shields

Weapon Proficiency: simple weapons, martial weapons

Saving Throw Proficiency: Wisdom, Charisma

Skill Proficiency: 2 of the following: Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

(Paladin continued)	Starting Equipment: 1. A martial weapon and a shield or 2 martial weapons 2. 5 javelins or any simple weapon 3. A priest's pack or an explorer's pack 4. Chain mail and a holy symbol
	Ranger Rangers are the warriors of the wilderness. They are deadly trackers and hunters, combining some of the combat ability of a fighter with some of the nature magic of a druid. Rangers should have their highest ability scores in Dexterity (or Strength if you favor melee combat) and Wisdom to make the best use of their abilities. There are 2 primary Ranger Archetypes. At 3rd level, choose between Hunter or Beast Master. Hunters learn to fight more effectively, while Beast Masters train an animal companion to aid them in battle. Hit Points at 1st level: 10 + Constitution modifier Armor Proficiency: light armor, medium armor, shields Weapon Proficiency: simple weapons, martial weapons Saving Throw Proficiency: Strength, Dexterity Skill Proficiency: 3 of the following: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival Starting Equipment: 1. Scale mail or leather armor 2. 2 shortswords or two simple melee weapons 3. A dungeoneer's pack or an explorer's pack 4. A longbow and a quiver of 20 arrows
	Rogue Many rogues are thieves, assassins and con artists, while others earn an honest living as locksmiths, investigators, and exterminators. Their skill set involves being stealthy, picking locks, disabling traps, and executing sneak attacks. While they may be considered unsavory company, their abilities can be necessary for a party of dungeon delvers. Rogues should put their highest ability scores in Dexterity and either Intelligence or Charisma. There are 3 primary Roguish Archetypes. At 3rd level, choose between Thief, Assassin, or Arcane Trickster. Thieves learn to be better at picking locks and pockets, disarming traps, climbing, and sneaking. Assassins learn to disguise themselves as someone else, poison their enemies, and execute deadlier sneak attacks. Arcane Tricksters learn to use magic to help them with deception and infiltration. Hit Points at 1st level: 8 + Constitution modifier Armor Proficiency: light armor Weapon Proficiency: simple weapons, hand crossbows, longswords, rapiers, shortswords

(Rogue continued)

Tool Proficiency: thieves' tools

Saving Throw Proficiency: Dexterity, Intelligence

Skill Proficiency: 4 of the following: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth

Starting Equipment:

1. A rapier or a shortsword
2. A shortbow and quiver of 20 arrows or a shortsword
3. A burglar's pack, a dungeoneer's pack, or an explorer's pack
4. Leather armor, 2 daggers, and thieves' tools.



Sorcerer

Sorcerers have innate magic, meaning that they are born with the ability to use it naturally. They have the ability to control their magic through the use of sorcery points, gaining extra spell castings, protecting allies within the area affected by a spell, increasing the range or duration of a spell, among other effects. Sorcerers should put their highest ability scores in Charisma and Constitution to make the best use of their abilities.

There are 2 primary Sorcerous Origins. At 1st level, choose Draconic Bloodline or Wild Magic. Draconic Bloodline implies that there was a dragon somewhere in your family tree, and this ancient bloodline is the source of your magical abilities. You choose a dragon type and gain some of its abilities. Wild Magic implies that your magic ability came to you by random chance, through the forces of chaos. Your magic is raw and powerful, but sometimes comes with unintended consequences...

Hit Points at 1st level: 6 + Constitution modifier

Weapon Proficiency: daggers, darts, slings, quarterstaffs, light crossbows

Saving Throw Proficiency: Constitution, Charisma

Skill Proficiency: 2 of the following: Arcana, Deception, Insight, Intimidation, Persuasion, Religion

Starting Equipment:

1. A light crossbow and 20 bolts or any simple weapon
2. A component pouch or an arcane focus (such as a crystal or wand)
3. A dungeoneer's pack or an explorer's pack
4. 2 daggers



Warlock

Just as a cleric gains magic power through their allegiance to a deity, a warlock gains magic power through a pact with an otherworldly patron of a different sort. Rather than serving a god, a warlock typically serves some sort of demon, devil, or alien creature. While the source of their power may or may not be evil, a warlock may still be compelled to go along on a heroic adventure if it serves their own cause in some way. Warlocks should have their highest ability scores in Charisma and Constitution to make the best use of their abilities.

There are 3 primary types of Patrons. At 1st level, choose between The Archfey, The Fiend, or The Great Old One. The Archfey are creatures of legend who hold ancient secrets and teach faerie magic. The Fiend represents demonic lords who teach the hellish and fiery magic of the lower planes. The Great Old One is a mysterious entity from a realm beyond all known reality, and it teaches psychic magic.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor

Weapon Proficiency: simple weapons

Saving Throw Proficiency: Wisdom, Charisma

Skill Proficiency: 2 of the following: Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

Starting Equipment:

1. A light crossbow and 20 bolts or any simple weapon
2. A component pouch or an arcane focus (such as a crystal or wand)
3. A scholar's pack or a dungeoneer's pack
4. Leather armor, any simple weapon, and 2 daggers



Wizard

Wizards are the scholars of the magic world. They have learned their magic abilities through study, practice, and discovery, rather than being required to sell their soul to a deity or a patron as some other magic users do. Wizards should place their highest ability score in Intelligence. The next highest score should be Constitution or Dexterity. Charisma can also be important if you intend to follow the School of Enchantment.

There are 8 primary Arcane Traditions. At 2nd level, choose between School of Abjuration, School of Conjuration, School of Divination, School of Enchantment, School of Evocation, School of Illusion, School of Necromancy, or School of Transmutation. School of Abjuration teaches magic that block, banishes or protects. School of Conjuration teaches magic that produces objects or creatures out of thin air, as well as teleportation. School of Divination teaches spells that can be used to acquire knowledge of events in other places and times. School of Enchantment teaches spells that can help you influence other people. School of Evocation teaches spells that produce elemental effects. School of Illusion teaches spells that create illusions. School of Necromancy teaches how to absorb the life energy of the creatures you kill, as well as

<i>(Wizard continued)</i>	raising the dead to fight on your behalf. School of Transmutation teaches spells that alter reality, transforming a creature or object into something completely different. Hit Points at 1st level: 6 + Constitution modifier Weapon Proficiency: daggers, darts, slings, quarterstaffs, light crossbows Saving Throw Proficiency: Intelligence, Wisdom Skill Proficiency: 2 of the following: Arcana, History, Insight, Investigation, Medicine, Religion Starting Equipment: 1. A quarterstaff or a dagger 2. A component pouch or an arcane focus (such as a crystal or wand) 3. A scholar's pack or an explorer's pack 4. A spellbook
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